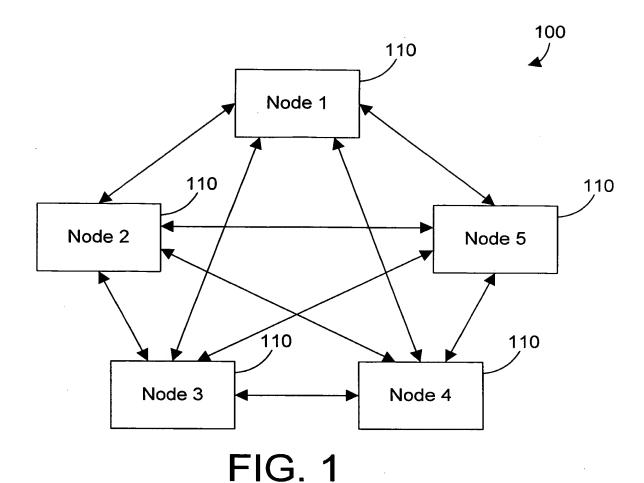
i, 🖢 . .



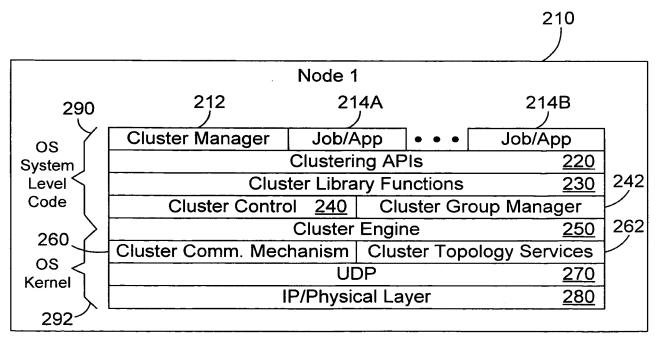


FIG. 2 Prior Art

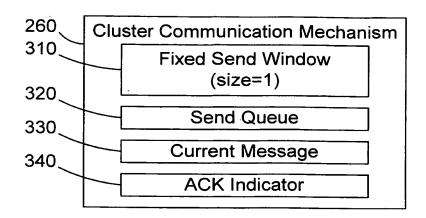


FIG. 3
Prior Art

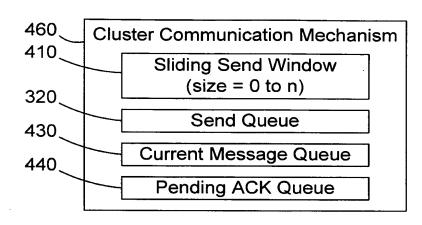


FIG. 4

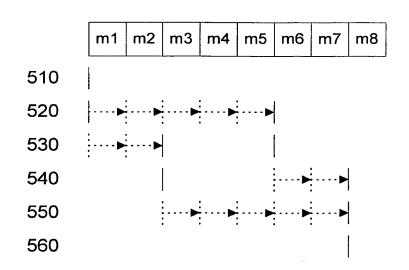
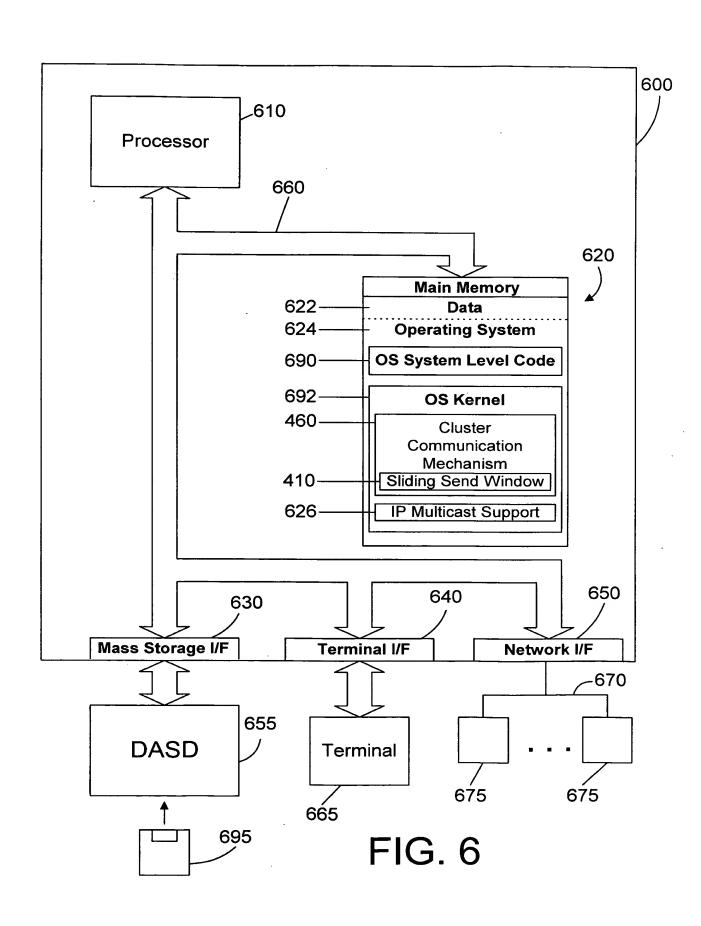


FIG. 5



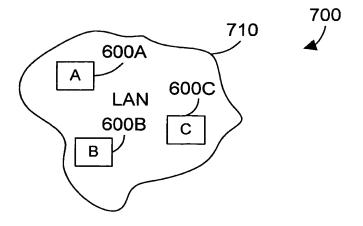


FIG. 7

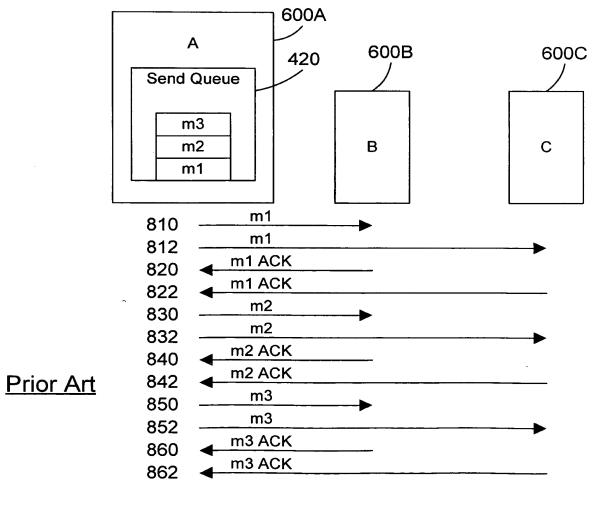


FIG. 8

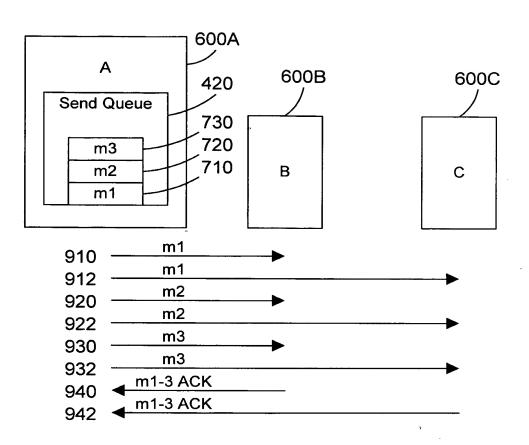


FIG. 9

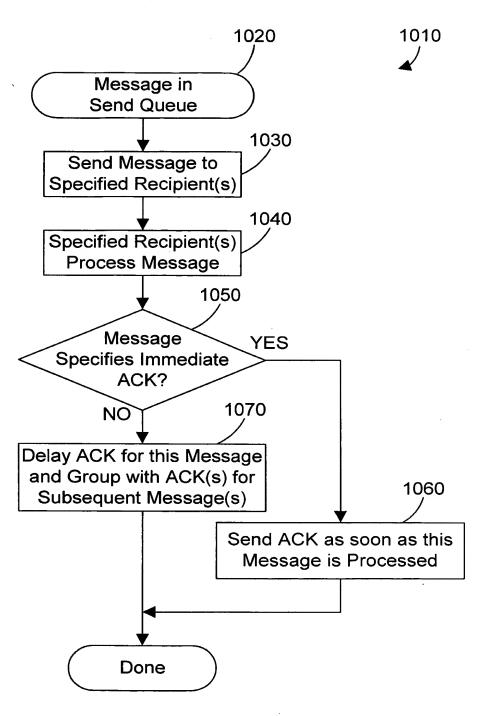
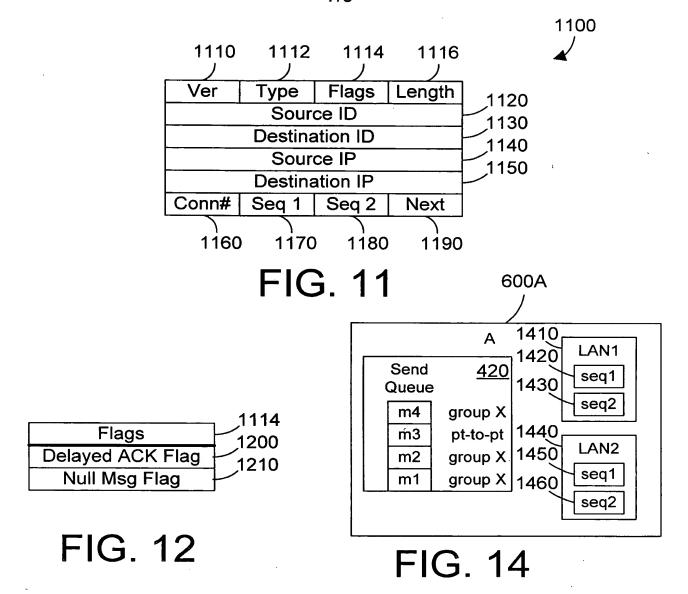


FIG. 10



LAN 2
B
D
LAN 3
C
FIG. 13

/8

Α

3

В

D

С

set last msg dest and test dest of next msg for match if match, set Delayed ACK flag, otherwise clear Delayed ACK flag
 start msg timer
 send m1
 m1 (seq1=1, seq2=1, Delayed ACK Flag=1)

m1 (seq1=1, seq2=1, Delayed ACK Flag=1) m1 (seq1=50, seq2=50, Delayed ACK Flag=1)

1': start delayed ACK timer 2': deliver m1 to CLUE

4: test dest of next message (m3) for match with dest of current msg (m2) if match, set Delayed ACK flag, otherwise clear Delayed ACK flag

m2 (seq1=50, seq2=51, Delayed ACK Flag=0)

5: send m2 m2 (seq1=1, seq2=2, Delayed ACK Flag=0) m2 (seq1=1, seq2=2, Delayed ACK Flag=0)

3': clear delayed ACK timer 4': deliver m2 to CLUE

5': ACK m1 and m2

seq1=1, seq2=2, ACK seq1=1, seq2=2, ACK

seq1=1, seq2=2, ACK

FIG. 15

6: test send queue, m3 is last msg in send queue (for the moment) 7: restart msg timer, reset message dest

8: send m3

m3 (seq1=3, seq2=3, Delayed ACK Flag=1)

6': start delayed ACK timer 7': B delivers m1 to its CLUE

9: test latecomer msg m4, dest does not match dest of last msg (m3) 10: send immediate ACK request for m3

seq1=3, seq2=3, Null Msg Flag=1

8': reset delayed ACK timer

9': B delivers requested ACK for m3

seq1=3, seq2=3, ACK

11: restart msg timer, reset message dest

12: send m4

m4 (seq1=4, seq2=4, Delayed ACK Flag=1)

m4 (seq1=4, seq2=4, Delayed ACK Flag=1)

m4 (seq1=52, seq2=52, Delayed ACK Flag=1)

10': B's, D's, and C's delayed ACK timers all fire 11': B, D and C deliver ACK for m4

seq1=4, seq2=4, ACK

seq1=4, seq2=4, ACK

seq1=52, seq2=52, ACK

13: reset msg timer, reset message dest